


```
glMatrixMode( GL_PROJECTION );  
glLoadMatrix( intrinsic matrix of projector );  
glMultMatrix( xform for rendering view )  
glMultMatrix( inverse(xform for shading view) );  
glMatrixMode( GL_MODEL VIEW );  
glLoadMatrix( xform for shading view );  
// set virtual light positon(s)  
// render graphics model
```

FIG. 2

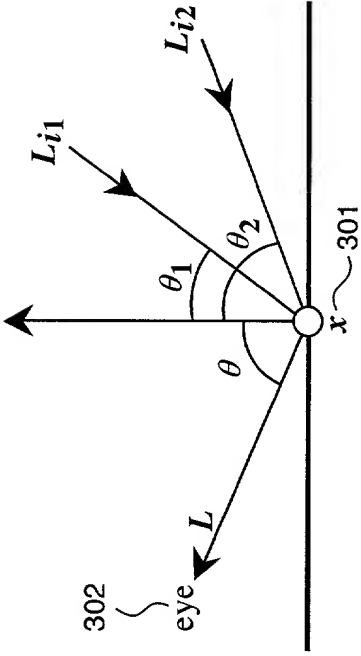


FIG. 3a

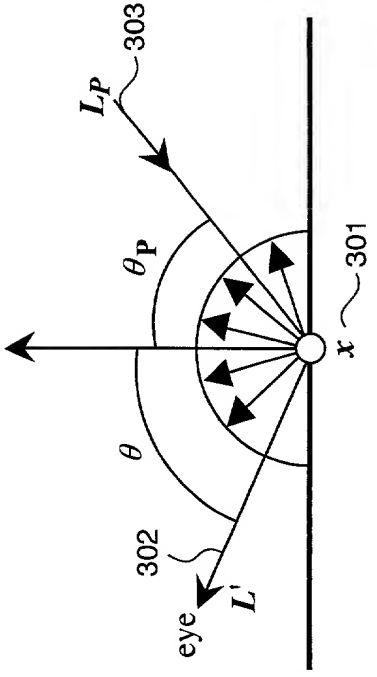


FIG. 3b

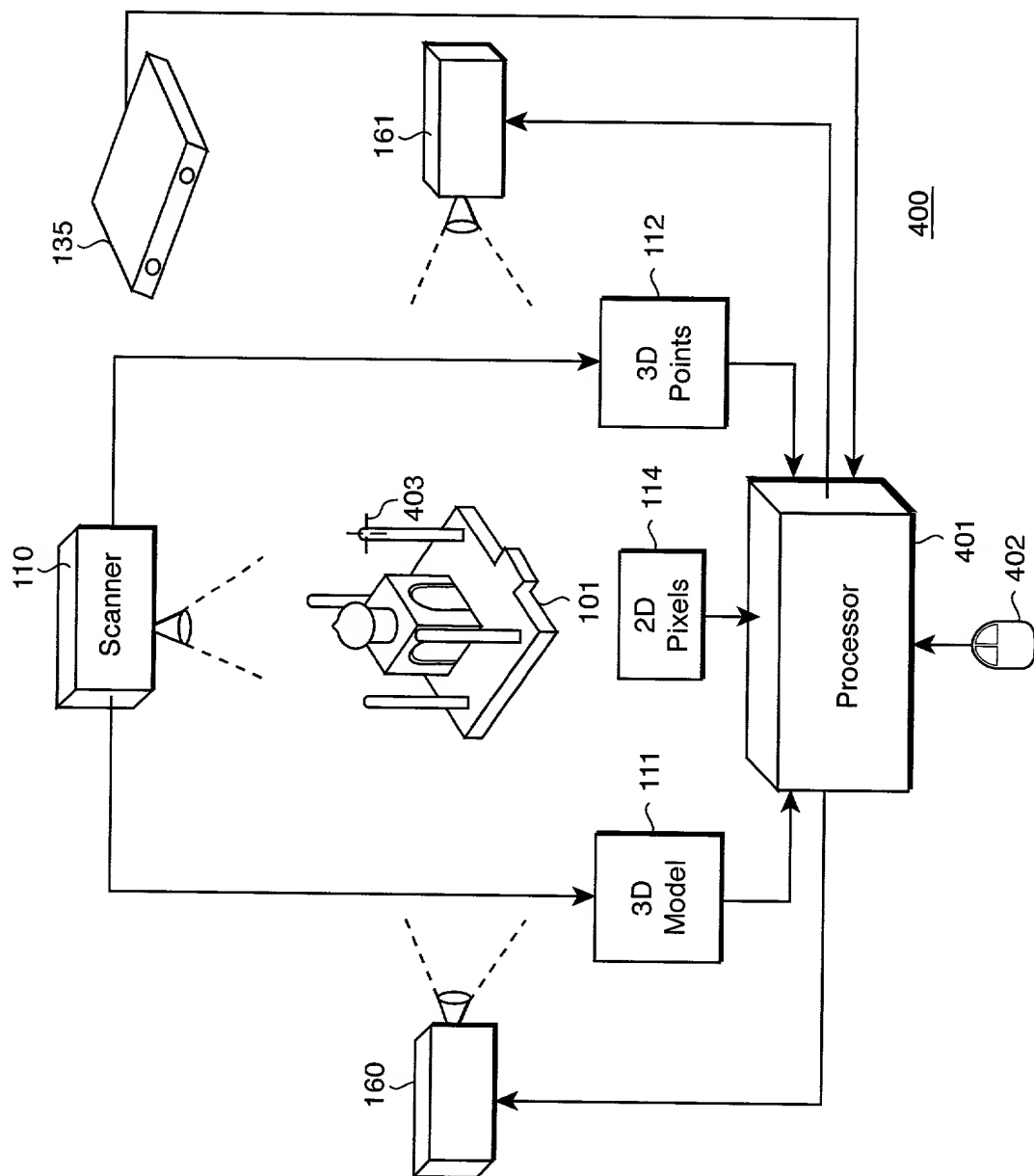


FIG. 4

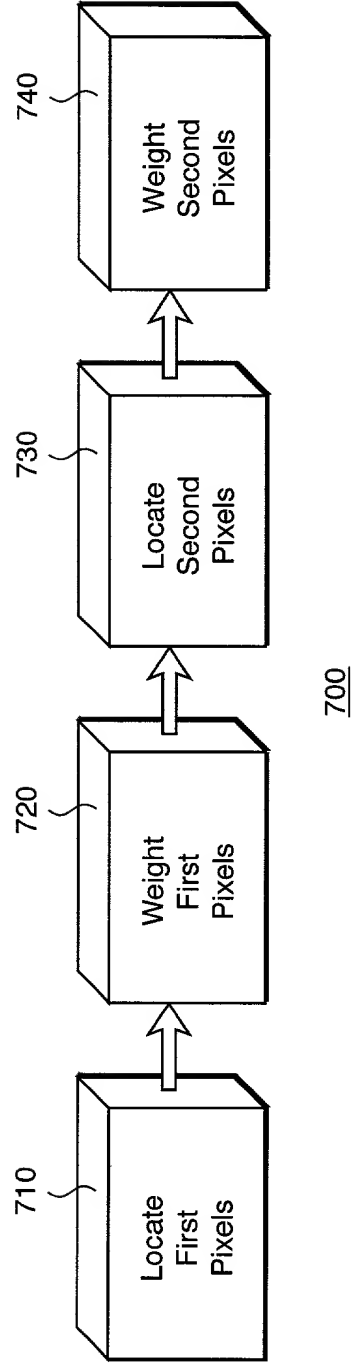


FIG. 7

